**DELIVERABLE 1**

1. Project Background and Description

The game is called GO Fish. This game includes 52 cards. If 2 players are playing this game, each player will get 7 cards. If 5 people are playing, each player will get 5 cards.  
First player asks the other player for a card. They should have a card of the same rank in their hand. If the other player doesn’t have the card. He/She will say ‘Go fish!’. And the player will take one card from the deck. The game ends when a player have a set of 13 pairs.  
  
The current code in written in java language. There are 4 classes: Card, Game, GroupOfCards, and Player. All these classes are abstract classes. GroupOfcards use array lists. There is also a method which declares a winner. Codes also have pre-defined getters and setters.  
  
  
2. Project Scope

This project will be completed by 4 people. Darshdeep Kaur, Cute Agrawal, Rakshit, Lovepreet Singh. Cute will be handling the documentation part and also help in the direction of the project, Darshdeep will be managing the UML diagrams. Rakshit and Lovepreet will be coding the same in collaboration with the team. Every member is expected to work on the written report together.

Once all the stages of the codes are finished, we will do the troubleshooting. Finally, game will be tested and once the game is working without any bugs. We will bring it out in public and test it if other users are able to play it and further evaluate the observations.